ULTRA™
GAMES

NES—YS—USA

HOW TO PLAY

GYRUSS™

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This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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HOW TO SAVE THE UNIVERSE

When the opening screen appears, displaying a neo-revolutionary portrait of the savage Genghis Khan, press the Start Button.

Next, press the Select Button to choose whether to guide your starfighter with Attack Control A or Attack Control B. If you select Control A, press the Control Pad in all 8 directions (in a circular motion) to command your craft. If you select Control B, only press Left and Right to rotate through the stars.

Finally, press the Start Button. Now you're moments away from an all-out confrontation with the Gyrusian forces of doom. All told, there are 39 zaptifying stages you must battle through. Unfortunately, you only have 4 ships to begin with.

Once into an orbit of cosmic combat, your mission is to free the 9 planets in our solar system—for those of you who flunked astronomy, those planets are Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto. Between each planet are 3 Warp Zones loaded with alien attackers and unbridled terror. There are also Challenge Stages (for bonus points, extra ships and Ultra-Lazonic booster pods) that you must blast through.

Ultimate victory will occur only after you free the solar system's life-generating Sun.

LIFE SUSTAINING WEAPONS

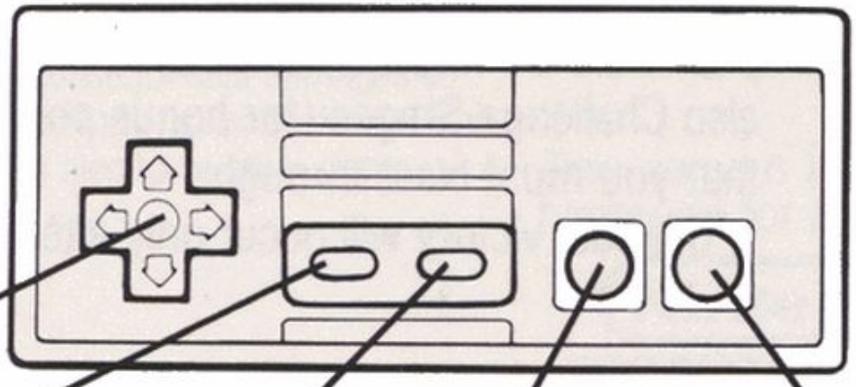
Initially you're equipped with a solo firing Neo-Tutonic Cannon. But in the heat of battle, Bonus Spheres attached to inter-galactic mines will appear. Blast the mines and then fire into the center of the Bonus Sphere for dual Neo-Bomb-Blastic Cannons. Also, for every bonus sphere destroyed, you'll gain a booster pod for your Ultra-Lazonic Phaser bank. Each of these booster pods allows you one phaser firing (you can accumulate up to 7 booster pods). The phaser is an all encompassing destructive device, so be advised to use it wisely.

DUELING WITH THE ALIENS

The secret to your success is to remember that the Gyrusians can only shatter your ship if they're firing or attacking from the middle of the solar system screen. Your survival chances will multiply ten fold if you waste them before they center themselves into standard Gyropian battle formation.

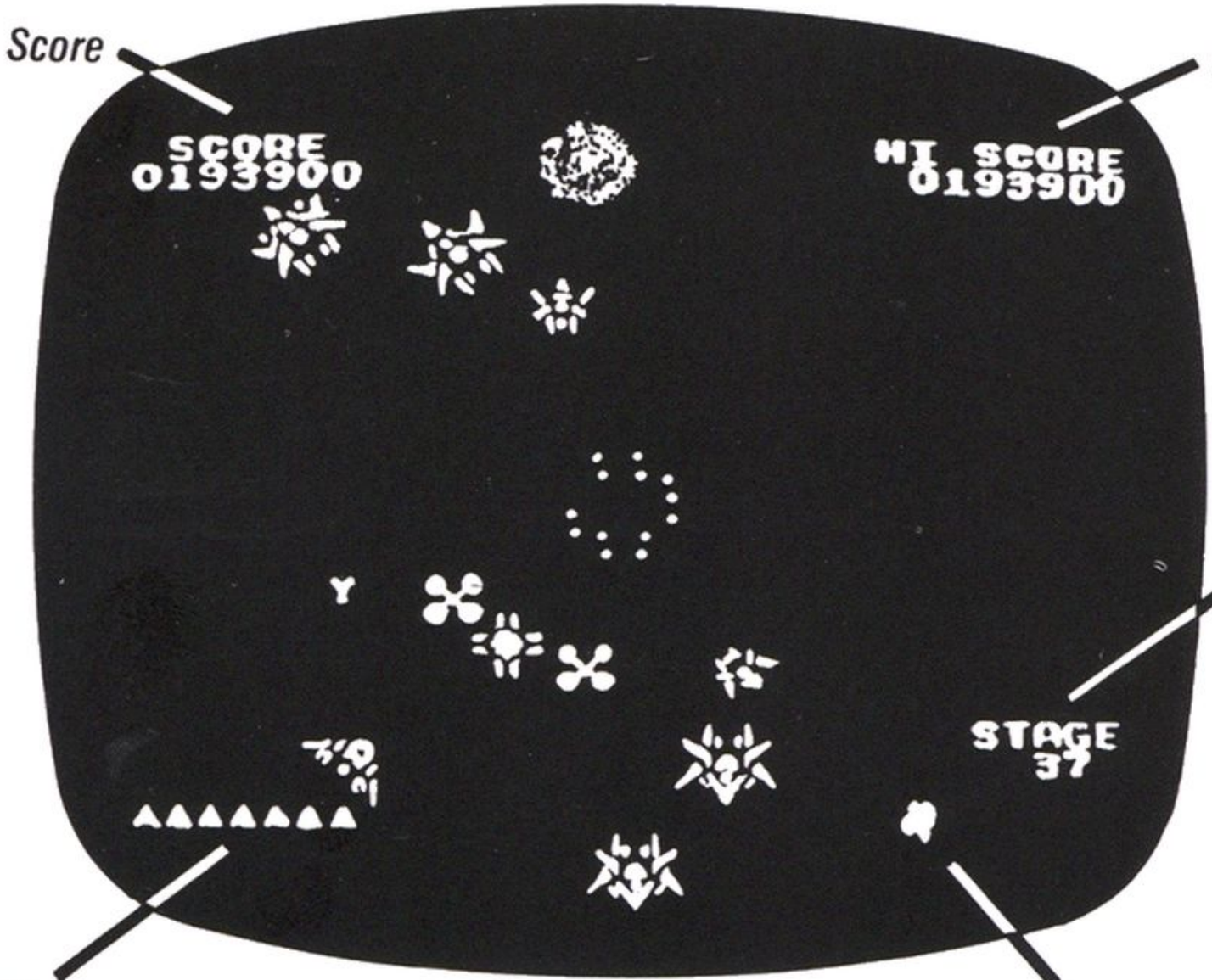
Be forewarned to not only avoid the attacking deathships, but also a slew of perilous projectiles—including the practically indestructible amoeba and the absolutely indestructible meteors.

Your Guidance System



Control Pad — ***Select Button*** — ***Start Button*** — ***B Button*** Press to fire Ultra-Lazonic Phaser — ***A Button*** Press to fire Neo Bomb-Blastic Cannons

YOUR SOLAR SYSTEM UNDER SIEGE



Score

High Score

Warp Stage

# of surviving Starfighters

# of Ultra-Lazonic Phaser Boosters

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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